

AGB-BKZE-USA

GAME BOY ADVANCE
GAME BOY® ADVANCE

BANJO-KAZOOIE®

Gruntly's Revenge



INSTRUCTION BOOKLET

THQ®

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE
FANTASY VIOLENCE

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**THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.**

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STORY



Gruntilda the witch's plans for world domination and youthful good looks had gone too far. Banjo the good-hearted bear and his faithful feathered friend Kazooie had boldly challenged Grunty's evil, leaving the wicked witch trapped beneath a boulder in an almost forgotten corner of Spiral Mountain.

In the months after Grunty's defeat, peace returned to the Isle of Hags, but all the while Gruntilda's thoughts were consumed by one thing - a plot for revenge! If it hadn't been for Banjo and Kazooie's intervention, life could have been so different...

And now, with the help of her henchman Klungo, Grunty isn't going to let a little thing like history get in her way. She has a plan that will not only separate the heroic pair, but also wipe away the memory of her defeat at their hands forever!



GETTING STARTED

Insert the Game Pak into the Game Boy® Advance and turn the power ON.

- Select New Game and press START to begin your game.
- If you have a previously saved game on the Game Pak, select Continue to go to the File Selection Screen. Press Up or Down on the + Control Pad to highlight a Save Slot, then press the A Button to load your game details.
- NOTE: Your game is not saved when you select Quit from the Game Over Screen. To record your progress, select Continue and use the Pause function to access the Save Game Screen.
- To erase all saved game data and reset the game, press and hold SELECT, the L Button, and Right on the + Control Pad when turning the power ON to display the Initialization Screen (ERASE ALL SAVED DATA?). Select YES and confirm your choice. Be careful! Once game data is erased, it cannot be restored.



GAME RULES

Banjo must use all the moves at his disposal to collect Notes and Jiggies if he's to save Kazooie and rid the past of the Mecha-Grunty menace. Collect Musical Notes to earn new moves, and take all Jiggies earned to the Jiggy Temple to open new worlds. Use the Honeycombs dropped by defeated enemies to recover lost health.

CONTROLS

For more information on Banjo's moves, see pages 6-7.



A large illustration of Banjo and Kazooie. Banjo, a brown dog with blue eyes and a black nose, is in the foreground, wearing a blue harness and a white bandana. Kazooie, a red bird with a yellow beak and green eyes, is perched on Banjo's back. They are both looking towards the right. In the bottom left corner, there is a small white gear icon with the number '6' inside.

A BUTTON: **Banjo's Jump Button.** The longer the A Button is held, the higher he'll jump. Press the A Button again to stay in the air longer with the Feathery Flap. Press the A Button on a pad to trigger it, allowing Banjo to warp to Boss areas, make a Shock Spring Jump, or activate Wonderwing protection. Also push the A Button to start conversations, confirm selections, and advance through text.



B BUTTON:

Banjo's Attack Button. Press the B Button to perform a Pack Whack or Roll attack. The B Button is also used in conjunction with the L Button and the R Button for advanced moves. Finally, the B Button can be used to skip conversations, cancel selections, and exit menu screens.

MOVES

L & R BUTTONS:

Hold the L Button to make Banjo duck. While ducking, Banjo can pull Kazooie out of his backpack for advanced moves triggered in conjunction with the A Button, the B Button, or the R Button. When in Talon Trot or egg-firing stance, tap the L Button to return to normal walking mode.

WHILE HOLDING THE L BUTTON:

- Tap the R Button to go into Talon Trot stance.
- Press the A Button to do a Flap Flip Jump.
- Tap the B Button to go into egg-firing mode.

When Banjo is near bubbling water, press the R Button to make him dive in. The R Button is used again during underwater swimming to return to the surface.

Lastly, press the R Button when Banjo is in his egg-firing stance to change the type of eggs that Kazooie fires.



SCREEN LAYOUT

HEALTH BAR:

Shown on-screen when Banjo's health situation changes.



EGG SELECTION:

Displayed while Banjo changes eggs in egg-firing mode, or when more eggs are collected.

MOVES RECEIVED:

Increases each time Banjo learns a new move from Bozzeye.



AIR SUPPLY:

When swimming underwater, Banjo's remaining air supply is shown here.

COLLECTED ITEMS:

As items are picked up they will appear in Banjo's inventory on the right of the screen.



OPTIONS SCREENS

Press START to pause mid-game. Pressing START, the A Button or the B Button will return you to the game. While paused, several screens are available.

THE PAUSE SCREEN

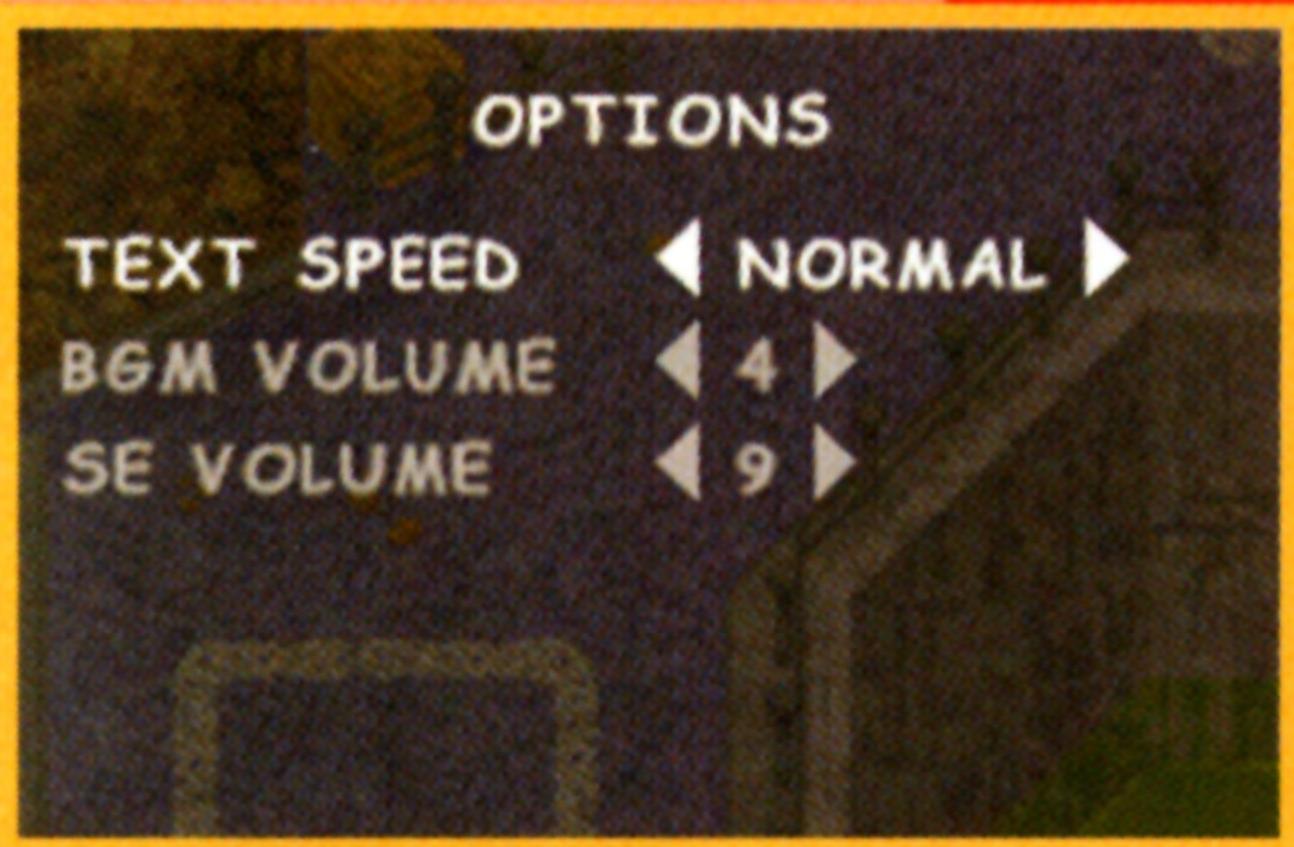
Displays Banjo's health and items collected, along with links to the Totals Screen, Options Screen and Save Game Screen. Use the + Control Pad to move Up and Down through the options, then press the A Button to select.



THE TOTALS SCREEN

Displays the amount of collectibles and task items gathered. This is updated as Banjo finds new items and explores new worlds. Press Left or Right on the + Control Pad to cycle through the Totals Screens.





THE OPTIONS SCREEN

Allows you to alter text speed, adjust Music/SFX volume. Press Up or Down on the + Control Pad to highlight an option, then press Left or Right on the + Control Pad to alter the settings. Press the B Button when you have finished to return to the Pause Screen.



THE SAVE GAME SCREEN

Provides three slots for the recording of game progress. Each slot shows the number of Jiggies and Musical Notes collected, as well as the amount of play time in that saved game. Press Up or Down on the + Control Pad to highlight a Save Slot, then press the A Button to confirm your choice.



BANJO:

With his best friend Kazooie captured and arch-enemy Gruntilda planning to write him out of history, Banjo is landed with the task of saving the Isle of Hags from an uncertain future.

KAZOOIE:

All Banjo's sharp-tongued pal wants to do is get back together with her partner - then our favorite Breegull would ensure that the mad hag didn't have the last laugh!





MAIN CHARACTERS

MECHA-GRUNTILDA:

Gruntilda Winkybunion is a witch on a mission: to erase all trace of her last defeat and take her rightful place as ruler of the Isle of Hags. Never mind that her body is trapped beneath a huge boulder!

KLUNGO:

The most devoted of all Grunty's henchmen has come up trumps with a mechanical suit to let her spirit travel back through time, and his inventive assistance surely won't stop there.

01 BOZZEYE:

When it comes to new attacks and ways to explore, this mole has all the knowhow. But Bozzeye's lessons don't come cheap, so get collecting Notes!

02 MUMBO JUMBO:

Mumbo's special transformation spells will help Banjo to no end in locating secret areas and extra Jiggies, Notes, and Jinjos. (Read pages 16-17 for more on Transformations.)

03 JINJO ORACLE:

She may not get around much, but this gravelly-voiced pillar of the community has a wealth of gossip and secrets to share with Banjo just as soon as he rounds up some Jinjos.

04 JIGGYWIGGY:

Left unable to break the magic seals on the world entrances by Grunty's spells, Master Jiggywiggy needs Banjo's help in returning the scattered Golden Jiggies to the Jiggy Temple.





05 HONEY B:

Young Miss B sure is sweet. If Banjo brings her enough Hollow Honeycombs, this potential lifesaver will work her magic on that all-important health bar.

04

02

01

05

03



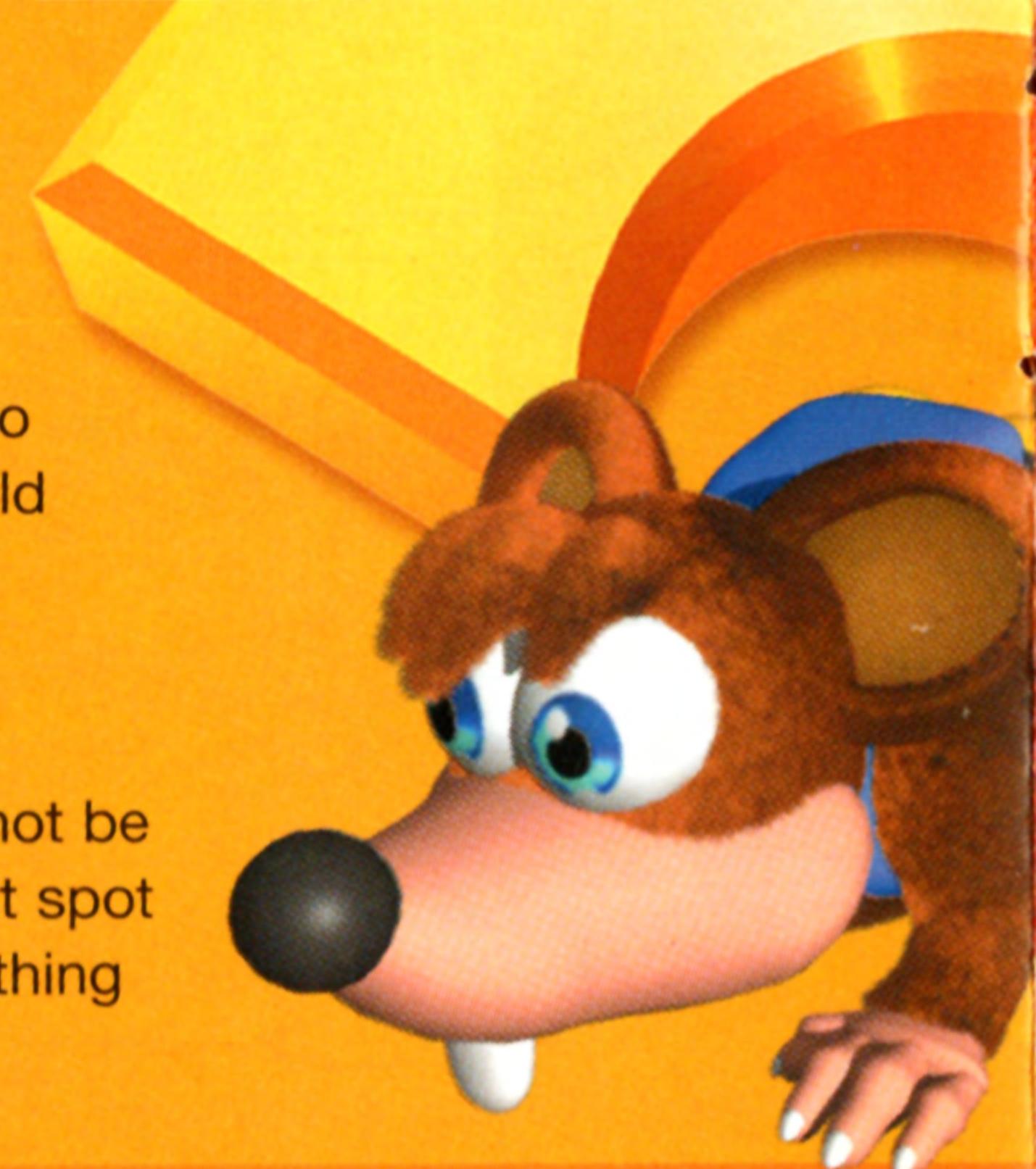
With the Mumbo totems that Banjo earns in his conflicts with Klungo and Mecha-Grunty, the witch-doctor-in-training is able to transform the bear into various other creatures and objects, inferring new powers each time. But remember that Mumbo's still learning, and his magic may weaken in some corners of the Isle of Hags.

CANDLE:

This bright spark in Mumbo's repertoire will shed some light on the situation for Banjo. The little hothead won't fade when it comes to dealing with scary baddies, but would prefer to be kept out of the damp.

MOUSE:

This pint-sized transformation may not be able to swim, but get him into a tight spot and you're guaranteed to find something for him to sink his teeth into.



TRANSFORMATIONS



OCTOPUS:

When an expert is needed in poisonous or deep-water exploration, the octopus is the only option. With unlimited water bombs and a swimming high jump, the transformation caused by this spell is sure to come in handy.

TANK:

A sturdier piece of Mumbo magic would be hard to find. The tank is a real heavy hitter with a payload that can blast its way into uncharted territory.



COLLECTIBLES

JIGGIES:

These magical objects are the missing pieces that will open new levels for Banjo to explore, and are vital in completing the quest.



MUSICAL NOTES:

As Bozzeye says: "There's nothin' I like to see more than a load o' sparklin' notes!" So if Banjo wants to learn more moves, he'd better collect as many as he can.



JINJOS:

Every Jinjo carries a message, and after rescuing one Banjo can ask the Jinjo Oracle to pass on its secret. When the five Jinjos trapped on each world are found, Banjo is rewarded with a Jiggy.



HONEYCOMBS:

These are the measure of Banjo's health, and each one collected will restore one or two units. Defeated enemies will often leave a honeycomb to give Banjo a chance to recuperate.

HOLLOW HONEYCOMBS:

These rare honey holders allow Honey B to add extra units to Banjo's energy bar when delivered to her hive, near the entrance to Grunty's Lair on Spiral Mountain.

SPECIAL HONEYCOMBS:

Found by breaking open the Honey Hives dotted around the Isle of Hags. Skill Stop '!' Honeycombs flash as they move in sequence along Banjo's health bar, and Random Stop '?' Honeycombs flash randomly: a well-timed press of the A Button could reward you with full health.



BATTERY EGGS:

Battery eggs pack an electric punch that will give Grunty's minions a real shock.

BLUE EGGS:

These are the first eggs that Kazooie is able to fire. They may be the weakest type, but they're easy to find and she can carry more of them than other types.



ICE EGGS:

Perfect for knocking hot-headed baddies out cold and temporarily freezing all others to the spot.

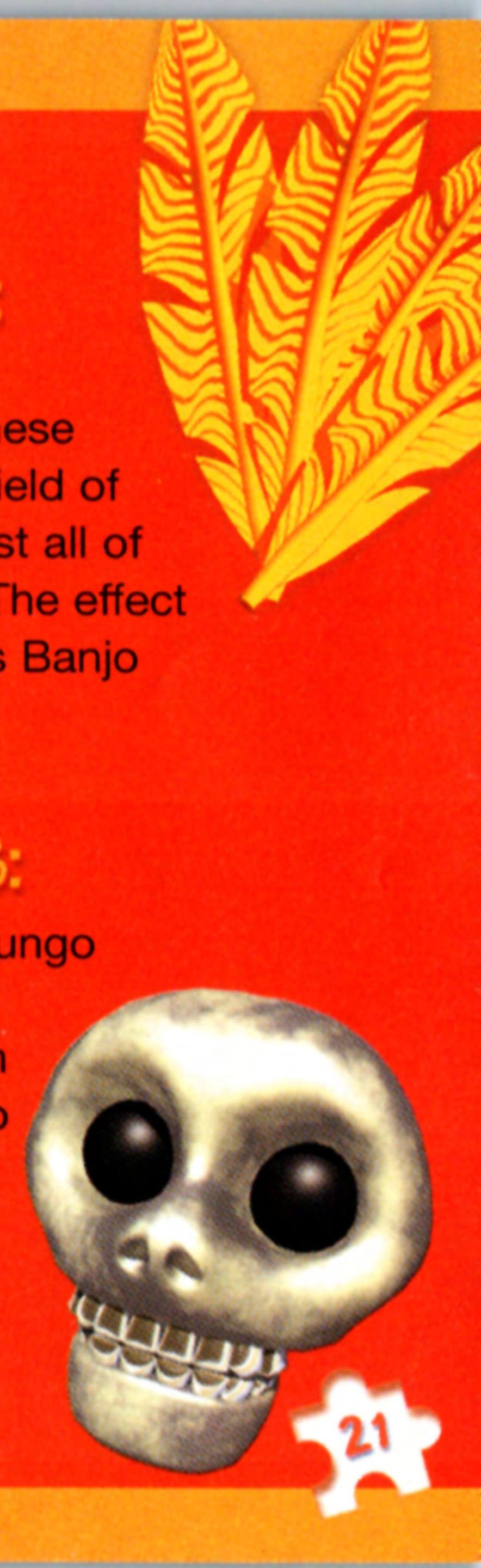
FIRE EGGS:

These flaming missiles are hot enough to vaporize ghosts and burn most enemies to a crisp.



GOLD FEATHERS:

With the help of a Wonderwing pad, these can give Banjo a shield of invulnerability against all of Gruntilda's troops. The effect lasts only as long as Banjo has feathers.



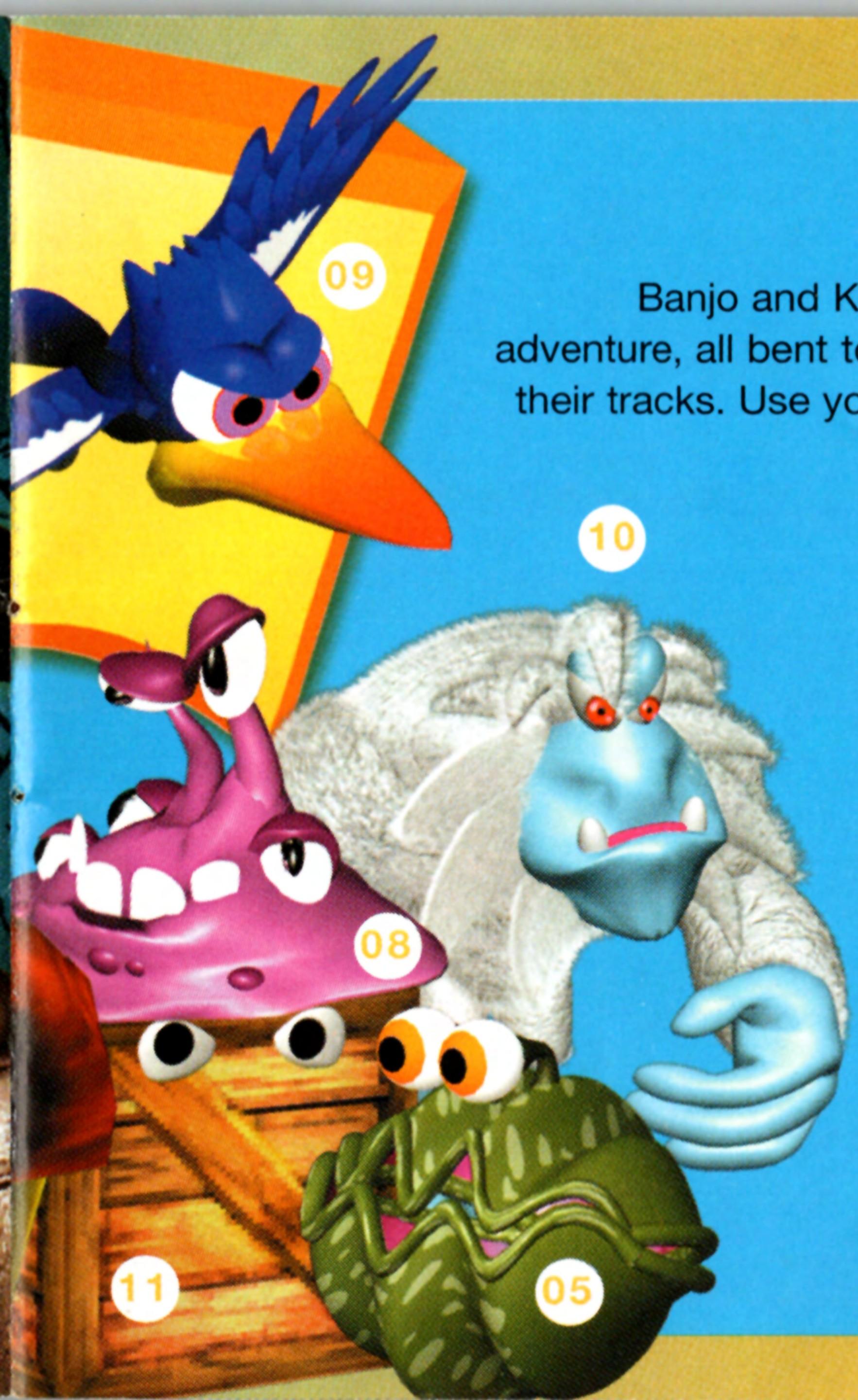
MUMBO TOTEMS:

Show Grunty and Klungo who's boss to earn Mumbo totems, then take them to Mumbo to unlock valuable transformation spells.



BADDIES

Banjo and Kazooie will encounter many different enemies on their adventure, all bent to Gruntilda's will and intent on stopping the heroes in their tracks. Use your attacks wisely and send them packing before they get the chance do any lasting damage.



- | | | | |
|----|------------------|----|---------------------|
| 01 | GRUNTLING | 10 | BIGGAFOOT |
| 02 | WHIPLASH | 11 | TNT BOOM BOX |
| 03 | CHOMPA | 12 | STINGLASH |
| 04 | GRUNTWEED | 13 | BOGFOOT |
| 05 | YUM YUM | 14 | LIVEWIRE |
| 06 | SHRAPNEL | | |
| 07 | SPOOKOS | | |
| 08 | GERMULOID | | |
| 09 | MAGGIE | | |



ADVICE

- Friendly characters will try to attract your attention with an exclamation bubble when they have something new to tell you.
- Banjo can't hold his breath forever; collect air from underwater bubble fountains to put off that frantic rush to the surface.
- Pads related to moves as yet unknown to Banjo will flash between static interference and the move appropriate to that pad.

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THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
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